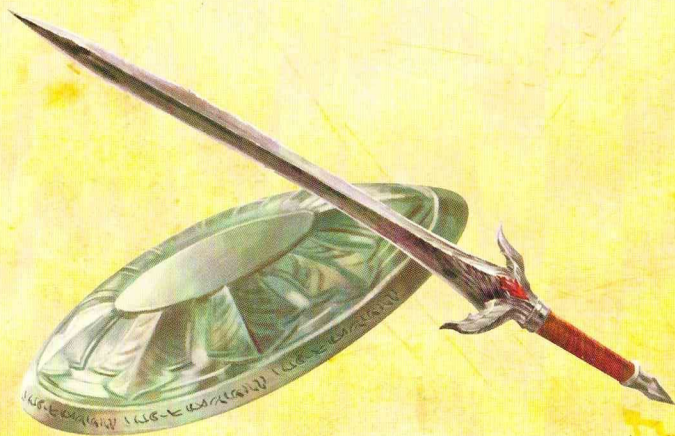


ALL THAT BURNS: TOME OF ADVENTURES



ADVENTURE I: THE FIRST SPARKS

Some say that summer never really comes to Valskyrr, for even in the months that are unbearably hot elsewhere, you can see snow in the north. Yet, this year, after a time of relative – and much needed – peace, spring has come earlier.

Many rejoiced, seeing this as a sign of a prosperous year, but not you. Hardened by your battles against the servants of the Mists, and schooled harshly by the corruptive power itself, you knew that in the land of peril nothing good ever happens on its own.

When news first reached you of a fiery massacre in the Arcane Academy of Dathnafar, you could not yet piece together what would be happening. But when intense thawing gave way to sudden flash-fires, you instantly recognized yet another heroes' call – and took to the dangerous roads with haste.

Adventure Setup

This adventure modifies the setup as follows:

1. When setting up the Location Deck, shuffle all BORDERLANDS locations, and draw three of them. Shuffle all remaining locations together.
2. Reveal the cards drawn and set them aside. Find their *Burning* counterparts.
3. Shuffle the drawn *Burning Locations*, and place one of them face-down in any position adjacent to the *Hearthfire Inn* location.
4. Deal two piles of nine location cards each. Shuffle one of the face-down *Burning Locations* into one of the stacks of nine location cards. Place the other *Burning Location* on top of the other stack.

5. Place the shuffled stack on top of unshuffled stack (the one with the *Burning Location* on top).
6. When creating the World Event Deck, shuffle only the *Stage I* cards

Adventure Goal

Secure as many *Burning Locations* as possible. The game ends immediately after the third *Burning Location* is secured, or when a player is forced to place the third World Event card in their Hero Area.

COMPLETE SUCCESS: You secured all three *Burning Locations*.

COMPLETE SUCCESS!

*It was more than fire you fought,
but through your wisdom and the sheer power
of your resolve, you prevailed in the end. It is clear
that there is a new evil stirring in the dark corners
of the land, and that the minions of the Mists were
working on the foundation of a new threat. Whatever
power base was being constructed, though,
you have put a swift end to it.
All you can do now is wait
for their next move.*

PARTIAL SUCCESS: You secured one or two *Burning Locations*.

PARTIAL SUCCESS.

*It was more than fire you fought,
and although you were both cunning and resolute,
you know that something has slipped through your
grasp. You know little of the source of the fires, but
for one thing: the flames were of the arcane variety,
one tainted by the foul touch of the Mists. There
is no doubt that a new threat rises, and whatever
is coming, though perhaps somewhat
diminished, will still prove an at least
formidable challenge.*

FAILURE: You secured no *Burning Locations*.

FAILURE.

*The arcane blaze has spread
wild, and beyond your grasp. Something evil
is coming to Valskyrr, of that there is no doubt,
and whatever plans the minions of corruption
had, it is now in full swing. Undaunted,
you wait for the next move, knowing
that their fight is yet
far from over.*

ADVENTURE 2: THE WAY OF THE OUTCAST

The news from Dathnafar was true, and now there are more but a rumour. A figure clad in fire has been seen by many who had then to break and run, lest be destroyed by sudden explosions of arcane fire. A figure who may only be one called Sigraed, a young flamecaster gone rogue, and wielding enough power to have initiated a fiery massacre in the south, is now walking the roads of Valskyrr.

The daunting call of the Mists is felt by almost all, and you have no doubt that the ravenous power has already touched the mind of its new servant – and perhaps a future avatar.

There is yet time to counteract the coming threat, for the mad flamecaster has not yet fully communed with the corrupting power hungrily awaiting her arrival.

Adventure Setup

This adventure modifies the setup as follows:

1. Set aside **Sigraed the Outcast** Villain card.
2. When setting up the Location Deck, randomly draw two of each: BORDERLANDS, DEADLANDS and WILDLANDS locations.
3. Reveal the cards drawn and set them aside. Find their *Burning* counterparts.
4. When creating the World Event Deck, shuffle eight random *Stage I* and eight *Stage II* cards to form the deck.

Villain Rules

SPAWN: Sigraed's global effect becomes active immediately after the first *Burning Location* is discovered.

CHALLENGE: Sigraed may be attacked using regular rules immediately after three or more *Burning Locations* have been discovered. Initiate combat at any location that was discovered *Burning* but is now secured.

Adventure Goal

Vanquish Sigraed the Outcast and secure at least four *Burning Locations*. The game ends immediately after Sigraed is eliminated, or when a player is forced to place the third World Event card in their Hero Area.

COMPLETE SUCCESS: Sigraed the Outcast has been eliminated **and** three or more *Burning Locations* have been secured.

COMPLETE SUCCESS!

You have acted quickly and with admirable efficiency, and you have faced the new threat head on. Yet, you are now certain that the final battle is still ahead of you. Struck down, but not felled definitely, Sigraed has been taken by the Mists, no doubt to be restored.

You know that much, as the corrupting power rarely lets go of its minions, agents and deadly toys.

PARTIAL SUCCESS: Sigraed the Outcast has been eliminated or three or more *Burning Locations* have been secured.

PARTIAL SUCCESS!

*You could have done more,
that is certain. Whatever power the Mists aim
to wield through Sigraed will certainly be great,
but it will also be far from what it could have been.
A bittersweet victory is, however, better than defeat.
And although a dark time is still ahead, you can draw
resolve from all you have managed to stop or save,
instead of despairing at what
you have failed to do.*

FAILURE: You secured fewer than three *Burning Locations* and Sigraed the Outcast has not been eliminated.

FAILURE.

*You have stood in the way
of a tide of darkness, and you have been swept
aside by its arcane flames. The fires have burned
out, feeding their dark energy into a new, and
even more powerful form of Sigraed – a new
agent of the Mists – who has grown in might,
as she bested you. But there is no time
to despair, as the final battle
is yet to be fought.*

ADVENTURE 3: BURNING THE ICE

The might of the Mists is not easily countered, and the twisted plans of the corrupting power are not foiled in one day. Sigraed has returned from the Mists to openly spread chaos and destruction in the lands already scarred by the terrors of the mad, the bestial, and the dead. And yet it is not the chaos and destruction that she is after.

You have seen how the agents of the Mists amass power, and you read the signs without error or hesitation. The new display of power is but a smoke screen, concealing Sigraed's true purpose: building a brigand army, one that will be stronger than anything Valskyrr has seen for centuries. And while those heeding Sigraed's call have already become strong with her dark magic, they can still be taken down, one by one.


Adventure Setup

This adventure modifies the setup as follows:

1. Set aside **Sigraed the Chosen** Villain card.
2. When setting up the Location Deck, randomly draw one of each: DEADLANDS and WILDLANDS locations.
3. Reveal the cards drawn and set them aside. Find their *Burning* counterparts.
4. Set aside all BORDERLANDS locations.
5. Create the Location Deck by adding all *Burning* BORDERLANDS locations, the two random *Burning Locations*, and the rest of the regular locations.
6. When creating the World Event Deck, shuffle four random *Stage I*, eight *Stage II*, and four random *Stage III* cards to form the deck.

Villain Rules

SPAWN: Sigraed's global effect is active from the start of the game.

CHALLENGE: Sigraed may be attacked immediately after seven BORDERLANDS locations have been discovered. Initiate combat at any secure and empty BORDERLANDS  Key Location.

Adventure Goal

Vanquish Sigraed the Chosen and destroy her army. The game ends immediately after Sigraed is eliminated, or when a player is forced to place the third World Event card in their Hero Area.

COMPLETE SUCCESS: Sigraed the Chosen has been eliminated and players have eliminated 7 Brigands.

COMPLETE SUCCESS!

*As you stood before the flamcaster
once again, you could notice the change in her.
Wreathed in flame, she wielded even greater power,
her mind full of rage, and wrapped in a dark veil
of corruption and despair. You have beaten Sigraed,
but she has become too strong to be simply destroyed.
You have tracked down and felled her agents,
but you have also made a discovery
giving you a sliver of hope.
Perhaps the tide can yet be turned.*

PARTIAL SUCCESS: Sigraed or seven or more Brigands have been eliminated.

PARTIAL SUCCESS!

*You have tracked down and felled
the agents of Sigraed, but the flamecaster has
eluded your grasp, and you know the price in
blood you have failed to pay will have to be settled
in the future. Still, the tide of darkness is not
unstoppable, and if you find even more resolve
in you, perhaps you can prevail in
the final battle that is now
close at hand.*

FAILURE: You have failed to discover seven or more BORDERLANDS Locations.

FAILURE.

*You aimed to fell and drive back,
and yet it was you who were driven back
and almost destroyed. The power of Sigraed
is now at its peak, but you can still save the day.
The final battle is close at hand, and you can only
hope that fortune smiles upon you this time,
for now you are in the game
with the highest of stakes.*

ADVENTURE 4: QUENCHING THE MISTFLAME

All of the paths you have treaded have lead you to this. The final confrontation with Sigraed, now called by all those who rightfully fear her by a new name: The Mistflame. Although your successes and failures have changed much in how the pieces are set for this final deadly game, your strength and resolve is all that stands between you, and the arcane fire ready to devour the land.





As you ready for the journey into the wild, the skies first darken, and then turn to fiery red, and you already know that all the power, fury and malice of the Mists are now at Sigraed's disposal, and that all you have left unfinished will now come to haunt you through the corrupting power plaguing the realm.

For good or for ill, it all ends now.

Adventure Setup



This adventure modifies the setup as follows:

1. Set aside all **Sigraed** Villain cards.
2. When setting up the Location Deck, randomly draw two of each: DEADLANDS and WILDLANDS locations.
3. Set aside all other locations and replace them with *Burning Locations*. Shuffle them to create a location deck.
4. Place the four randomly drawn locations face-down, each adjacent to the *Hearthfire Inn*.
5. When creating the World Event Deck, shuffle eight *Stage II*, and eight *Stage III* cards to form the deck.
6. Go through the following checklist from top to bottom, skipping over the invalid outcomes:

ADVENTURE 2 FAILURE:	Place 1  in each Hero Area.
ADVENTURE 2 PARTIAL SUCCESS:	Place 1  on Sigraed the Outcast.
ADVENTURE 2 COMPLETE SUCCESS:	Eliminate Sigraed the Outcast.
ADVENTURE 3 FAILURE:	Each Hero discards 1 card from their starting hand.
ADVENTURE 3 PARTIAL SUCCESS:	Ignore Sigraed the Chosen's global ability.
ADVENTURE 3 COMPLETE SUCCESS:	Eliminate Sigraed the Chosen.
ADVENTURE 1 FAILURE:	No effect.
ADVENTURE 1 PARTIAL SUCCESS:	Place 2  on any Villain.
ADVENTURE 1 COMPLETE SUCCESS:	Distribute 3  among any Villain cards.

Villain Rules

SPAWN: All incarnations of Sigraed start the game in play and active (excluding ones eliminated by Adventure Successes).

CHALLENGE: The incarnations of Sigraed must be fought in the following order: Outcast, Chosen, Mistflame. As long as any former incarnations are in play, the latter ones may not be attacked. Initiating combat with the first incarnation can only happen in a BORDERLANDS  Key Location. Initiating combat with the second incarnation can only happen in a BORDERLANDS  Key Location (different than the last). Initiating combat with the third incarnation can only happen in a BORDERLANDS location (different than any of the previous locations used to initiate an attack).

Adventure Goal

Vanquish all incarnations of Sigraed. The game ends immediately after the final incarnation of Sigraed (the Mistflame) is eliminated, or when a player is forced to place the third World Event card in their Hero Area.

COMPLETE SUCCESS: All incarnations of Sigraed have been eliminated.

COMPLETE SUCCESS!

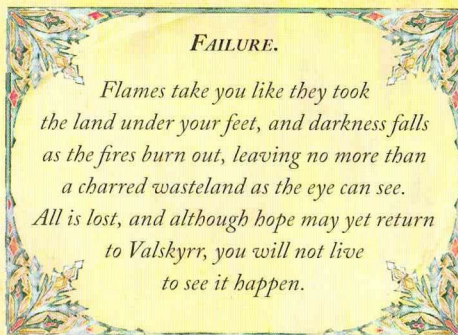
*Struck down by a mighty blow, Sigraed falls to the ground,
and as the Mists lash out at you in a final desperate
effort to reclaim their servant, you can sense another will opposing them.
For there is a dim light still glowing deep within the flamecaster herself, one that
will be extinguished either by the Mists as they take her again,
or by you before she is taken.*

*The realm has been scarred once again, but its people will not bend their knee
to the dark power – not now, and not ever. Wounds will heal in time.
What has been burned, can still be rebuilt. Valskyrr has been saved – and it was
thanks to your wisdom, your strength, and your resolve.*

*Whether you risk sparing a deadly threat
to save one tormented soul along with the realm itself
is now up to you.*

You win!

FAILURE: At least one incarnation of Sigraed has not been eliminated.



You lose!

CREDITS

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Special Thanks to all our Kickstarter backers who became actively involved in the making of this game.

